

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1 – 27. (Canceled)

28. (New) A method for training a learner to memorize a keyword, the method performed by a computer system having a processor, a memory, and a display, the method comprising:

presenting on the display, utilizing a graphical user interface, the keyword in a contextual presentation, the keyword having n characters, where n is greater than 2;

presenting on the display, using the graphical user interface, the contextual presentation with at least the keyword missing therefrom;

receiving a first received character entered into a keyboard by the learner;

before receiving any other character via the keyboard, determining if the first received character is equal to the first character of the keyword;

if the first received character is not equal to the first character of the keyword, then presenting on the display, using the graphical user interface, a first indication; and

if the first received character is equal to the first character of the keyword, then presenting on the display, using the graphical user interface, a second indication that is distinct from the first indication.

29. (New) The method of claim 28, further comprising:

receiving a second received character entered into the keyboard by the learner;

before receiving any other character via the keyboard, determining if the second received

character is equal to the first character of the keyword;

if the second received character is not equal to the first character of the keyword, then presenting on the display, using the graphical user interface, the first indication; and

if the second received character is equal to the first character of the keyword, then presenting on the display, using the graphical user interface, the second indication.

30. (New) The method of claim 28, wherein the second indication includes presenting the first character of the keyword on the display.

31. (New) The method of claim 29, wherein the second indication includes presenting the first character of the keyword on the display.

32. (New) The method of claim 28, further comprising:

receiving a request from the learner to present a hint on the display; and then presenting the second indication on the display using the graphical interface.

33. (New) A method for training a learner to memorize a keyword, the method performed by a computer system having a processor, a memory, and a display, the method comprising:

presenting on the display, utilizing a graphical user interface, the keyword in a contextual presentation, the keyword having n characters, where n is greater than 2;

presenting on the display, using the graphical user interface, the contextual presentation with at least the keyword missing therefrom;

receiving a first received character entered into a keyboard by the learner;

before receiving any other character via the keyboard, determining if the first received character is equal to the first character of the keyword;

determining that the first received character is equal to the first character of the keyword;

based at least in part upon determining that the first received character is equal to the first character of the keyword, determining to present the first received character on the display, using the graphical user interface;

receiving a second received character entered into the keyboard by the learner;

before receiving any other character via the keyboard, determining if the second received character is equal to the second character of the keyword;

if the second received character is not equal to the second character of the keyword, then presenting on the display, using the graphical user interface, a first indication; and

if the second received character is equal to the second character of the keyword, then presenting on the display, using the graphical user interface, a second indication that is distinct from the first indication.

34. (New) The method of claim 33, further comprising:

receiving a request from the learner to present a hint on the display; and then presenting on the display, using the graphical interface, the second indication.

35. (New) The method of claim 33, wherein the second indication includes presenting the second character of the keyword on the display.

36. (New) The method of claim 34, wherein the second indication includes presenting the

second character of the keyword on the display.

37. (New) A method for training a learner to memorize a keyword, the method performed by a computer system having a processor, a memory, and a display, the method comprising:

presenting on the display, utilizing a graphical user interface, the keyword in a contextual presentation, the keyword having n characters, where n is greater than 2;

presenting on the display, using the graphical user interface, the contextual presentation with at least the keyword missing therefrom;

receiving a first received character entered into a keyboard by the learner;

before receiving any other character via the keyboard, determining if the first received character is equal to the first character of the keyword;

if the first received character is not equal to the first character of the keyword, then generating a first indication; and

if the first received character is equal to the first character of the keyword, then generating a second indication that is distinct from the first indication.

38. (New) The method of claim 37, further comprising:

receiving a second received character entered into the keyboard by the learner;

before receiving any other character via the keyboard, determining if the second received character is equal to the first character of the keyword;

if the second received character is not equal to the first character of the keyword, then generating the first indication; and

if the second received character is equal to the first character of the keyword, then
generating the second indication.